

Primitive, crude, cage-like
 structures. Dirt floors, dark
 inside, but some filtered
 light. Foul smells - rotten
 food, sweat, human
 excrement. Flickering light
 of pipes. Animal, mostly
 bird sounds. These structures
 are empty now, but there
 is evidence of recent
 habitation - garbage on
 walls, hole in the wall
 (Am) someone was sleeping).
 A pervasive feeling of fear
 mixed with confusion
 administration. The other

Structure is also made &
crudely made of wood, but
has more conveniences or
amenities than the
others. It is put up as
an office with living
quarters. The people
who were in the older
structure have been
moved and are housed.

For Bruck -



SG1A